

AMIGA CD32™

Commodore

THE CHAOS ENGINE



• THE BITMAP BROTHERS •

EPILEPSY WARNING

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life.

Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms – dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions – discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.

WARNUNG BETREFFEND EPILEPTISCHE ANFÄLLE

Vor jeder Benutzung eines Videospiels durch Ihr Kind oder Sie selbst durchzulesen.

Manche Menschen zeigen bei bestimmten Arten von flimmernden Lichtquellen oder andern, in der Umgebung täglich vorkommenden Elementen eine Neigung zu epileptischen Krisen oder Ohnmachtsanfällen. Dieses Risiko kann bei bestimmten Fernsehbildern oder Videospielen auftreten. Das Phänomen kann auch auftreten, ohne daß die betreffende Person in diesem Zusammenhang je medizinisch behandelt wurde oder einen epileptischen Anfall erlitten hat.

Sollten Sie selbst oder ein Mitglied Ihrer Familie je bei flimmernden Lichtquellen Epilepsie-ähnliche Symptome empfunden haben, so wenden Sie sich vor jeder Benutzung an den Arzt..

Wir empfehlen Eltern, ihre Kinder beim Videospielen aufmerksam zu beobachten. Brechen Sie das Spiel sofort ab und konsultieren Sie einen Arzt, falls Sie selbst oder Ihr Kind eines der folgenden Symptome verspüren: Schwindel, Sehstörungen, Augen- oder Muskelkontraktionen, Bewußtseinsverlust, Orientierungsschwierigkeiten, unkontrollierte Bewegungen oder krampfartige Zuckungen.

IN JEDEM FALL ZU TREFFENDE VORSICHTSMASNAHMEN BEI DER BENUTZUNG EINES VIDEOSPIELS

Sitzen Sie nicht zu nah am Fernsehbildschirm; auf jeden Fall so weit entfernt, wie es das Anschlußkabel erlaubt. Spielen Sie Videospiele vorzugsweise auf kleinem Bildschirm. Spielen Sie nicht, wenn Sie übermüdet sind oder nicht genug geschlafen haben. Vergewissern Sie sich, daß Sie in einem gut beleuchteten Raum spielen. Schalten Sie beim Spielen jede Stunde eine zehn- bis fünfzehnminütige Pause ein.

AVVERTIMENTO RELATIVO ALL'EPILESSIA

Da leggere, e da far leggere ai vostri bambini, prima di passare all'uso di un video giochi.

Alcune persone sono soggette ad attacchi di epilessia o a perdita di coscienza quando sono esposte allo sfarfallio dalla luce o ad elementi frequenti nel nostro ambiente quotidiano. Tali persone sono soggette ad attacchi mentre guardano lo schermo televisivo o giocano con un video giochi. Tali manifestazioni possono apparire anche quando il soggetto non ha alcun precedente medico o non ha mai sofferto di una crisi epilettica.

Se voi stessi o un membro della vostra famiglia ha già presentato dei sintomi relativi all'epilessia (attacchi o perdita di coscienza) in presenza di stimoli luminosi, consultare il medico prima di passare all'uso video giochi.

Consigliamo ai genitori di tenere d'occhio i bambini mentre questi giocano con il video giochi. Qualora voi stessi o un vostro bambino presentino uno dei seguenti sintomi: vertigini, alterazioni alla vista, contrazioni degli occhi o dei muscoli, perdita di coscienza, disorientamento, movimento involontario o convulsioni, smettete immediatamente di giocare e consultate un medico.

PRECAUZIONI DA PRENDERE IN TUTTI I CASI PRIMA DI UTILIZZARE UN VIDEO GIOCHI

Non tenetevi troppo vicino allo schermo; rispettate la distanza consentita dal cavo. Usate il gioco su uno schermo di piccole dimensioni. Evitate di giocare qualora siate stanchi o non abbiate dormito a sufficienza. Assicuratevi di giocare in un posto ben illuminato. Durante il gioco, fate ogni ora delle pause 10-15 minuti.

AVERTISSEMENT SUR L'EPILEPSIE

A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant.

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie.

Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation.

Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter votre médecin.

PRECAUTIONS A PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDEO

Ne vous tenez pas trop près de l'écran. Jouez à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement. Utilisez de préférences les jeux vidéo sur un écran de petite taille. Eviter de jouer si vous êtes fatigué ou si vous manquez de sommeil. Assurez-vous que vous jouez dans une pièce bien éclairée. En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.

• THE STORY •

"The Chaos Engine... is a machine that's screwed up time. And space. Me? I'd form a Party to find Baron Fortesque, the nutter who invented the machine, and blow 'em both up."

There are four huge Worlds, each with four Levels to explore. The Engine's somewhere in the Hall Of Machines which is hidden in the dank, dark cellars of the barmy Baron's mansion. Activate the Nodes on one Level to open the Exit to the next.

"Sure, I'd waste anything I saw. And wouldn't think twice about it either."

• THE CHARACTERS •

• THE NAVVIE •

The strongest of the six Characters. A good fighter with heavy weapons. Although he has limited abilities they are very destructive.

• THE THUG •

When it comes to characteristics, the Thug could pass for the Navvie's brother. The Thug is a mammoth of a man, a little stupid but very powerful.

• THE GENTLEMAN •

A lean and clever character, he is a dapper chap without a doubt. What he lacks in muscle he makes up with wit.

• THE MERCENARY •

A good all-rounder, he's quite mad, you see, and he enjoys nothing more than experimenting with his collection of unsavoury weapons.

• THE BRIGAND •

Another well-rounded talent, and a cut-throat bandit to boot. That is all.

• THE PREACHER •

The smartest of the six Characters. But then, he has God on his side. Beware! The preacher's perverse nature is not to be trusted.

• PLAY ADVICE •

Do note that the death of some Monsters may have a peculiar effect from time to time. It might be advantageous. Or not. Do keep 'em peeled for the unusual. There may be more than meets the eye to those strange markings or geometric patterns. Picking up some objects may trigger events. A creaking sound always indicates that something has happened somewhere so listen out for it. Do beware of booby traps, not all the things which happen are good for your health

Don't fret. The computer-controlled Player 2 Characters aren't too greedy. They will help you out with the action, leaving the clever stuff to you.

Don't worry about falling into the boiling mud, or being destroyed by any other piece of the scenery for that matter - you can't. There are many hidden routes through the game and many hidden areas to discover. In all levels there is always an obvious route to the exit. Always use the map when you first play the game to help you discover where it is. There are two different sets of keys in the game: silver & gold keys.

Keys can do many the things: move walls, create stairs and produce treasure to name but a few.

Silver keys always help you to find a route towards the exit finding them is crucial to completing the game.

Gold keys are special; they reveal routes to rooms which are not necessary to completing the level but will be rewarding if you are brave enough to explore them. They can also open up short cuts and routes to additional exits that will benefit you later on in the game.

Don't be afraid to experiment. Remember that everything in The Chaos Engine is there for a purpose.